

*Vampires are creatures of the darkness, destroyed by the light of day.* What the controlled masses see as light, the memetic magician sees as dark, and vice versa. Memetic magicians are creatures of the darkness, at least when viewed through the distorting lens of the prevalent created consciousness of the masses. A memetic magician exposed to the light of day (the prevalent memetic programming) would be vanquished, for the power of a memetic magician rests in the ability to repulse mentally enslaving memetic programming. A memetic magician can only manipulate the Root Social Matrix directly when the consciousness provides the framework necessary to accept the root data underlying the structure of the Root Social Matrix. Any memetic programming which alters the necessary structuring of the consciousness to receive the data inherent in the Root Social Matrix will drain the power of a memetic magician.

*Vampires feed on human blood.* Human blood can be understood as a symbolic representation of human life force, or the root creations of modern human beings. As the blood is a root force created by the human body to sustain life, human creations are the root force created by humans to sustain culture. Evolved magicians utilize the power they obtain through manipulation of the unseen Root Social Matrix to take from, or drain, the life blood of the modern human animal. Any draining of the life blood of the people could also be seen as draining from human culture.

*Vampires are the undead, or the living dead*

The programming which controls the minds of the uninitiated causes the uninitiated to view only humans similar to themselves as truly alive. The memetically controlled masses share certain sociocultural similarities by necessity. Since the programs which control the minds of the uninitiated are very strong symbiotic memes, the actions and sociocultural preferences of the uninitiated will be extremely uniform, except in regards to minute levels of acceptable nonconformity. Thus the only people whom the uninitiated will consider to be

alive, or actually participating in the actions of society and culture, will be other members of the uninitiated class.

To the eyes of the uninitiated, a memetic magician may appear dead to the world; that is, they will not act within the sociocultural structures in acceptable, or noticeable, ways. Memetic magicians will often shun traditional sociocultural structures, norms, mores, rituals, and rights which the uninitiated consider essential. Such avoidance on the part of the memetic magician will likely be due to their understanding of many cultural practices as nothing more than reprogramming events.

But a memetic magician need not appear dead to the world. In fact, when manipulating the Root Social Matrix it is often essential to enter into the web of sociocultural structures controlling the uninitiated. But when a memetic magician enters into the controlwebs and controlfields, it is done with an eye toward willed manipulation. In so doing, the scorn and resistance of the masses will be attracted, at least until such a time as the operation is successful. Then the memetic magician will have become the heart of the power structure, and the masses, who worship power, will worship the magician as well.

*Vampires are repelled by religious symbols and icons*

Religions are at root memetic constructs. Religions exist and grow by programming potential converts. Thus religious icons and symbols represent the power of memetic unification. Memetic unification is the force behind the cohesion of the masses; thus any religious symbol or icon represents the masses. Memetic magicians are repelled by the beliefs and sociocultural characteristics of the masses. The entire memetic magical system is designed to evolve a human above the sociocultural programming of the masses. Memetic magicians are truly elite; the masses by definition are not. The memetic magician looks upon the culture of the masses with unabashed distaste.